

Yes, four software-standard ARCADE games for your AMSTRAD...for just £1. They're inside, and waiting to grab you!

||| £1

Tim Hartnell's **3**
COMPUTER
Kwik-Bytes

ASTOUNDING ARCADE GAMES *for your* AMSTRAD

It's incredible! Here are four software-standard arcade games for your Amstrad!

This is a once-in-a-lifetime chance to get yourself a library of Amstrad arcade games for just £1. Fiendishly tricky programming has made the most of the Amstrad's facilities.



ASTOUNDING ARCADE GAMES FOR THE AMSTRAD



Let's see what you get in the Amstrad Kwik-Byte:

PUCMAN'S REVENGE shows you what happens when that world-famous arcade character decides to turn the tables on the human race, and get his own back. Full-colour animation adds to the excitement.

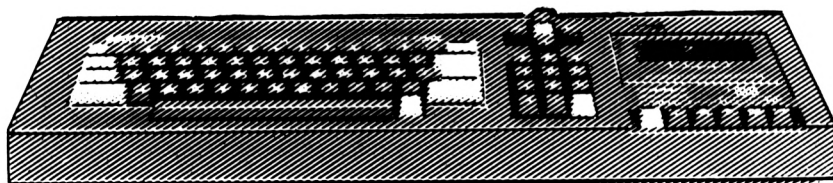
In **RAIDERS FROM MARS** you have to destroy the devastating, deadly alien invaders as they come sweeping out of the sky towards you. There are *five* skill levels, with plenty of sound and colour, fast, tricky action, and joystick control.

With **RALLY 3000** you have to control your electronically-generated rally car on the toughest rally circuit in the world. Solid concentration, and razor-sharp reflexes are required to survive.

This is your **LAST HOPE** to land your damaged aircraft, without blowing yourself in the process. The timing is critical, and nimble fingers will spell the difference between success and the humiliation of an explosive end.

It's incredible! Four software-standard arcade games!

50 DYNAMIC GAMES FOR THE AMSTRAD!



Here's a magnificent collection of fast-moving games from Clive Gifford, who wrote all the programs in this issue of *Tim Hartnell's Computer Quarterly*. You'll find arcade action, stimulating board games, adventures, challenging brain twisters, and a few just for fun. Whatever kind of games you want, you'll get them in this collection.

Here's what is in store for you in this £5.95 book:

CHESS	REVERSI	GOMOKU	FOUR IN A ROW
CHECKERS	SYNTHETIC	STAR THEME	ZAP ENERGISER
CHOPPER	RUSTLE, RUSTLE	MUSIC COMPOSER	MUSIC
MAZE	CUBE-MASTER	SOLITAIRE	FLIPPA ECHO
CHAMBER	SCRAMBLER	REPEAT	PONTOON DOUBLE
DICE	BIRD CAGE	GRAPHIC CARDS	UNDER OR OVER
ONE-ARMED BANDIT	CITY OF ATLANTIS	EXPLORER	
CHARACTER GENERATOR	STEINBERG FILES	SNIPER	
MATCHSTICK MEN	PITCH'N'PUTT	NEEDLE IN HAYSTACK	
ROM BUG	TRIANGULAR TRACER	WINDOW IN/OUT LASER	
FAN LUNATIC PATCHWORKS	HUNDREDS AND THOUSANDS		
SUNBURST	TRAVELLING TRIANGLES	DANGER UXB QUACK	
ATTACK	DIAMOND THIEF	BOMB CATCH	BRICK OUT
CITY SACRIFICE	ATTACK OF THE MUTOIDS	SURROUND	
ARNOLD	THE ELECTRICIAN		

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ASTOUNDING ARCADE GAMES FOR THE AMSTRAD

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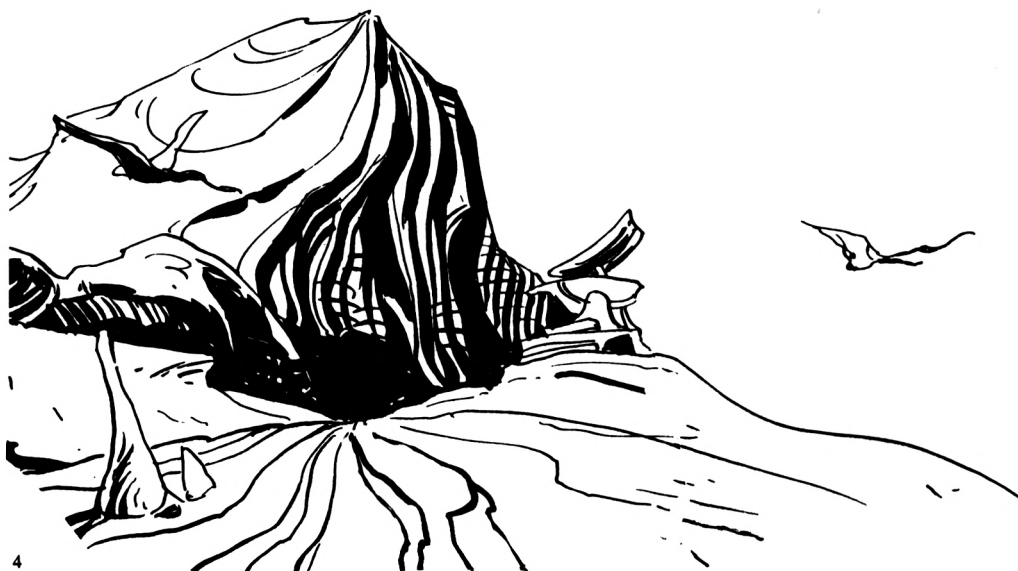
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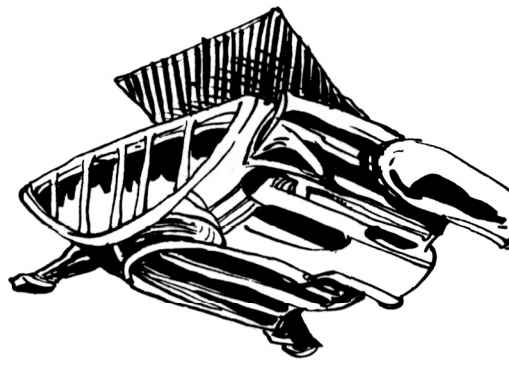
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INTRODUCTION



Look at the program titles in this quarterly: *Pucman's Revenge*, *Raiders from Mars*, *Rally 3000* and *Last Hope*. It's obvious that you and your Amstrad are set for a good time in the next few weeks.

The Amstrad seems almost to have been built as an arcade machine. Sophisticated graphics and sound ensure that the action and excitement levels remain high. And Clive Gifford has done his best to make the most of the Amstrad's capabilities.

I first met Clive in 1982 when he had just bought a ZX81. From the '81 he progressed to a Dragon, and from there via a Spectrum to the Amstrad. "It's the best machine I've ever used," he told me. "For once a manufacturer has done everything right."

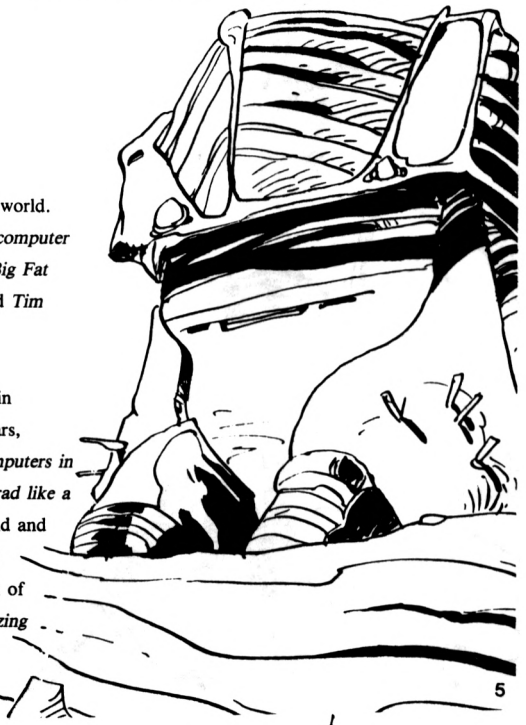
Clive's enthusiasm for the Amstrad is obvious from these program listings. Rather than just get the bare bones of a program up and running, Clive has polished and 'fine-tuned' these programs until they are - in my opinion - software standard.

I think your Amstrad is now getting ready to start without you. So you'd better stop reading this introduction and get the arcade action underway.

Tim Hartnell,
London, 1985

Tim Hartnell is the most widely-published computer author in the world. Recent works include *Exploring Artificial Intelligence on your Microcomputer* (a book whose listings will run, unmodified, on the Amstrad), *The Big Fat Book of Computer Games* (these will also work on the Amstrad) and *Tim Hartnell's QL Handbook*.

Clive Gifford is an 18-year-old freelance journalist who specialises in computers. He has written more than 15 books over the past two years, including *Creating Adventures on the Commodore 64* and *Using Computers in Education*. His Amstrad books include *How to Program your Amstrad like a Professional* (in which you'll learn how to master the Amstrad's sound and graphics, along with all the other aspects of Amstrad BASIC) and *50 Dynamic Games for the Amstrad*. He is currently working on a book of Amstrad adventures for Corgi/Addison-Wesley. Clive wrote the *Amazing Computer Adventures* issue of *Tim Hartnell's Computer Quarterly*.







PUCMAN'S REVENGE.

Pucman, that famous munching character that everyone likes, has suddenly turned on the whole human race. His malevolence is concentrated upon those people unlucky enough to be within munching distance.

Scientists at the British Institute have found a solution to the problem in the form of a 'Love Pill' to replace the creature's Power Pill. These pills are being scattered in Pucman's area in the hope that he will munch one by mistake and return to his usual, friendly self.

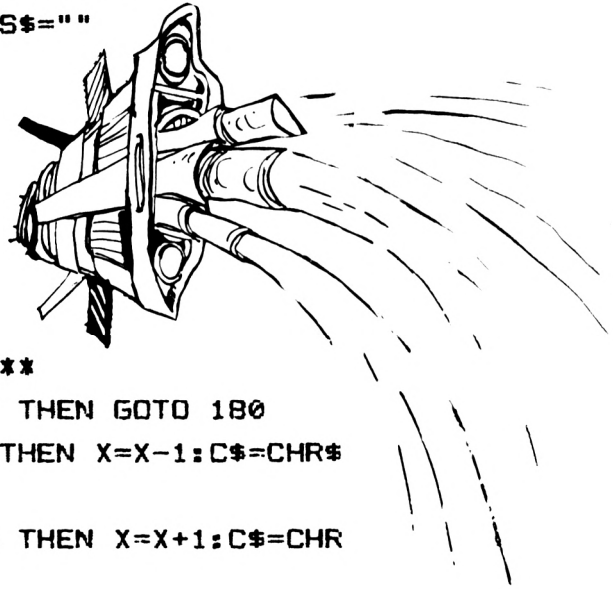
You are the Pucman attempting to get his revenge on the human race that locked him away in an arcade machine. Using 'Q' for up, 'Z' for down, 'I' for left and 'P' for right, you must avoid the hearts as you guide the Pucman around the screen. Not all the humans on the screen are worth munching. Some are worth a lot of points, some less, but you don't know which are which. You'll just have to take a chance as you munch in this fast-moving arcade game.

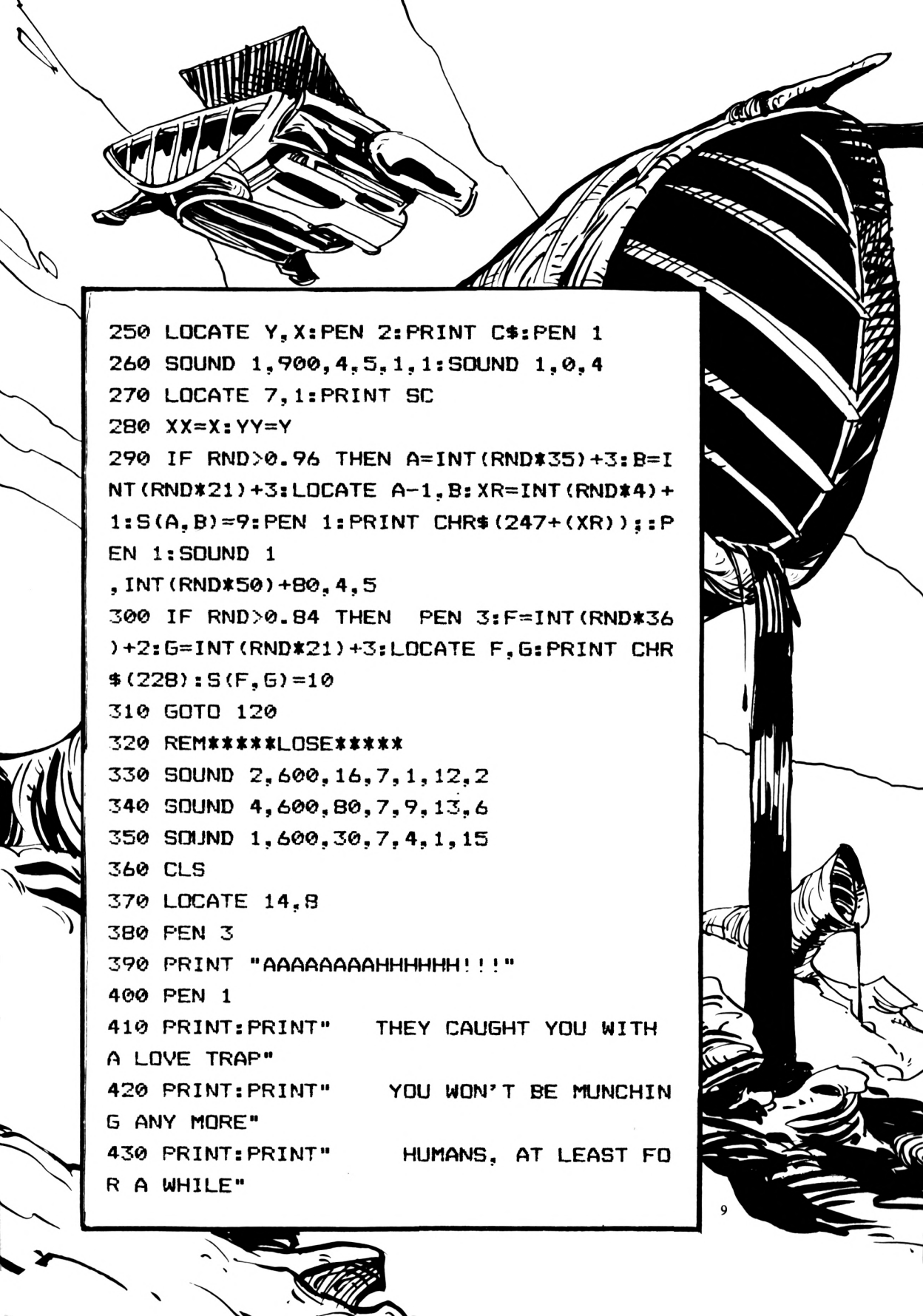


```

10 REM*****
20 REM***PUCMAN'S REVENGE***
30 REM*****
40 DIM S(40,25):HS=0:HS$=""
50 SYMBOL AFTER 32
60 BORDER 1
70 ENV 6,15,-1,1
80 GOSUB 940
90 GOSUB 790
100 GOSUB 700
110 GOSUB 580
120 REM***MAIN LOOP***
130 J$=INKEY$:IF J$="" THEN GOTO 180
140 IF J$="Q" AND X>3 THEN X=X-1:C$=CHR$(198):P=1
150 IF J$="Z" AND X<24 THEN X=X+1:C$=CHR$(196):P=2
160 IF J$="I" AND Y>2 THEN Y=Y-1:C$=CHR$(197):P=3
170 IF J$="P" AND Y<38 THEN Y=Y+1:C$=CHR$(199):P=4
180 IF J$="" AND P=1 AND X>3 THEN X=X-1
190 IF J$="" AND P=2 AND X<24 THEN X=X+1
200 IF J$="" AND P=3 AND Y>2 THEN Y=Y-1
210 IF J$="" AND P=4 AND Y<38 THEN Y=Y+1
220 LOCATE YY,XX:PRINT " "
230 IF S(Y,X)=9 THEN SC=SC+INT(RND*9)+3: SOUND 1,150,4,4:S(Y,X)=0
240 IF S(Y,X)>9 THEN GOTO 320

```





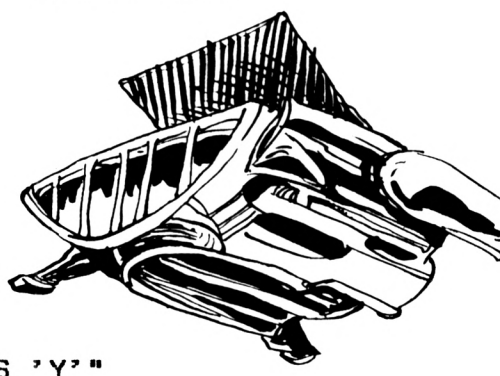
```
250 LOCATE Y,X:PEN 2:PRINT C$:PEN 1
260 SOUND 1,900,4,5,1,1:SOUND 1,0,4
270 LOCATE 7,1:PRINT SC
280 XX=X:YY=Y
290 IF RND>0.96 THEN A=INT(RND*35)+3:B=I
NT(RND*21)+3:LOCATE A-1,B:XR=INT(RND*4)+
1:S(A,B)=9:PEN 1:PRINT CHR$(247+(XR));:P
EN 1:SOUND 1
,INT(RND*50)+80,4,5
300 IF RND>0.84 THEN PEN 3:F=INT(RND*36
)+2:G=INT(RND*21)+3:LOCATE F,G:PRINT CHR
$(228):S(F,G)=10
310 GOTO 120
320 REM*****LOSE*****
330 SOUND 2,600,16,7,1,12,2
340 SOUND 4,600,80,7,9,13,6
350 SOUND 1,600,30,7,4,1,15
360 CLS
370 LOCATE 14,8
380 PEN 3
390 PRINT "AAAAAAAHHHHHH!!!"
400 PEN 1
410 PRINT:PRINT"      THEY CAUGHT YOU WITH
A LOVE TRAP"
420 PRINT:PRINT"      YOU WON'T BE MUNCHIN
G ANY MORE"
430 PRINT:PRINT"      HUMANS, AT LEAST FO
R A WHILE"
```




```

440 PRINT:PRINT"                YOUR SCORE WAS
";SC
450 PRINT:PRINT
460 IF HS>SC THEN PRINT"THAT IS NOT UP T
O THE HIGH SCORE ";HS
470 IF HS<SC THEN HS=SC:PRINT"WELL DONE,
YOU NOW HAVE THE HIGH SCORE":INPUT"ENTE
R YOUR NAME, PLEASE";HS$
480 PRINT:PRINT:PRINT
490 PEN #1,3:PAPER #1,1
500 WINDOW #1,12,28,2,4
510 CLS #1
520 PRINT #1," "
530 PRINT #1," ";HS$;" ";HS
540 LOCATE 5,23
550 PRINT "ANOTHER GO? PRESS 'Y'"
560 D$=INKEY$:IF D$="" THEN 560
570 IF D$="Y" THEN SOUND 1,180:GOTO 100
580 REM***SCREEN***
590 MODE 1
600 CLS
610 PRINT"SCORE:";SC;
620 PEN 2
630 PRINT TAB(14);"PUCMAN'S REVENGE";
640 PEN 1
650 PRINT TAB(35);CHR$(164);"1984"
660 PRINT"#####
#####"
670 FOR T=1 TO 22:PRINT"#";TAB(39);"#":N
EXT T
680 PRINT"#####
#####"
690 RETURN

```



```

700 REM*****INITIALISATION*****
710 FOR H=1 TO 40
720 FOR V=1 TO 25
730 S(H,V)=0
740 NEXT: NEXT
750 X=20:Y=13:SC=0
760 XX=X:YY=Y
770 F=0:G=0:A=0:B=0
780 RETURN
790 REM***TITLE***
800 INK 1,24
810 CLS:LOCATE 1,5
820 FOR G=1 TO 3:FOR H=1 TO 3
830 PEN H
840 PRINT "##### # # ##### # # #
##### # #";
850 PRINT "# # # # # ## ## #
# ## #";
860 PRINT "##### # # # # # # #
##### # # #";
870 PRINT "# # # # # # # #
# # ##";
880 PRINT "# ##### ##### # # #
# # #";
890 PRINT:PRINT TAB(7);"AND HIS REVENGE"
:PRINT
900 SOUND 2,H*30+(G*30)
910 NEXT H:NEXT G
920 SOUND 2,200,80
930 RETURN
940 REM***USER DEFINABLE GRAPHICS***
950 SYMBOL 198,0,66,195,231,255,255,126,
60

```





960 SYMBOL 199, 60, 126, 248, 240, 240, 248, 12
6, 60

970 SYMBOL 196, 60, 126, 255, 255, 231, 195, 66
, 0

980 SYMBOL 197, 60, 126, 31, 15, 15, 31, 126, 60

990 SYMBOL 35, 255, 255, 255, 255, 255, 255, 25
5, 255

1000 RETURN





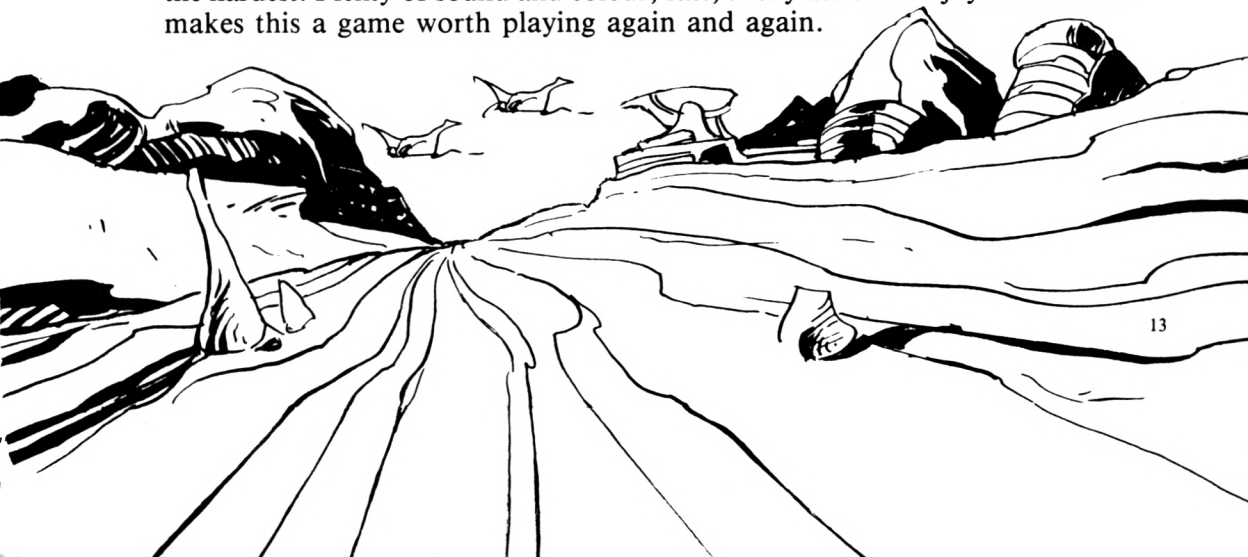
RAIDERS FROM MARS.

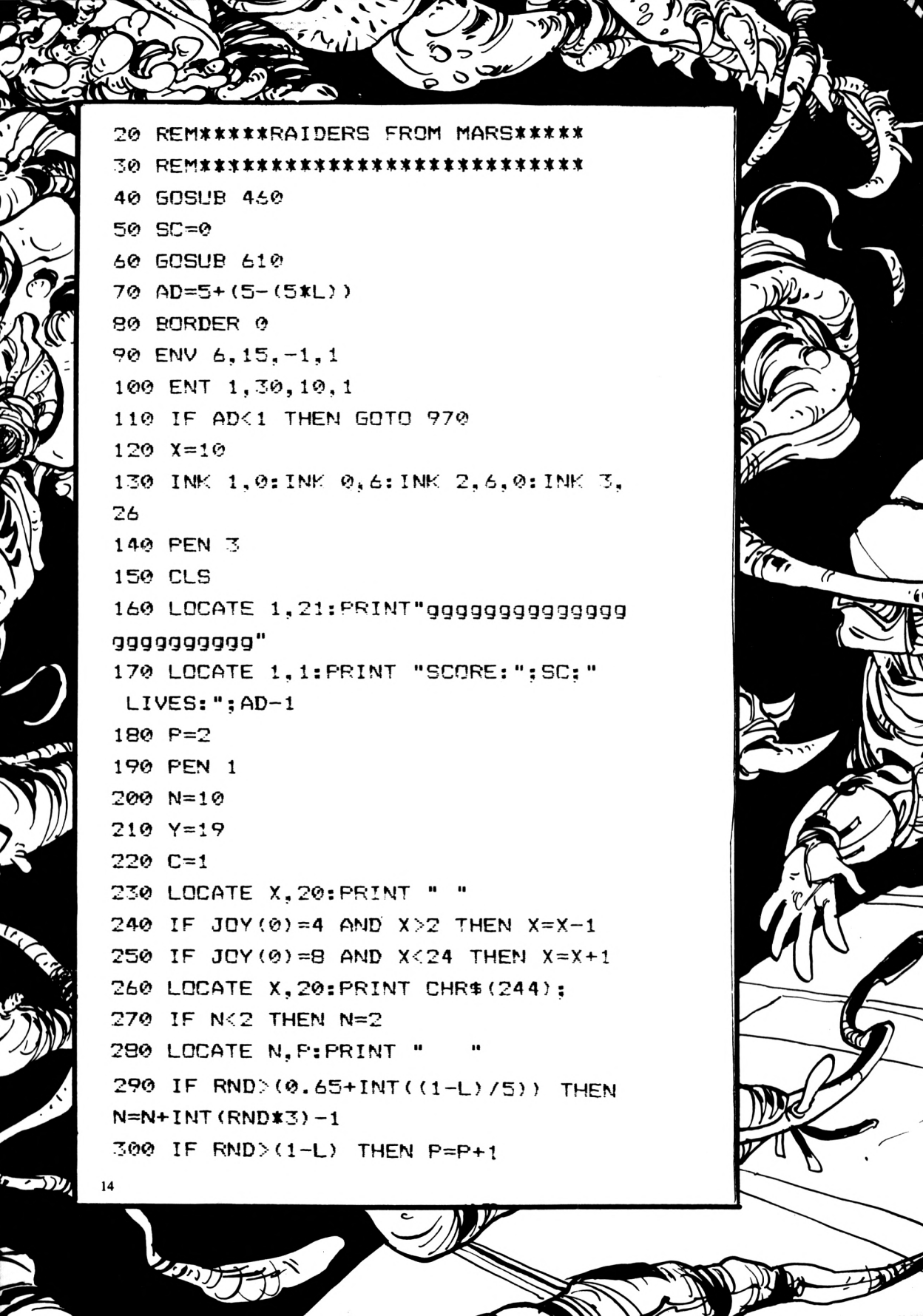
Yes, only you can save the earth from certain alien domination, as you prepare to do battle with the Martian raiders.

Out of the sky they come, so sure of their success that they attack one by one. As they weave and dodge the fire, you can almost hear them chuckle with contempt at the puny Earth defences.

You are the last line of defence armed with the new Multi-Warhead Thermo-Nuclear Proto-Laser. As you get the feel of the laser (controlled by a single joystick) you start to panic a little. Beads of sweat stand out on your already furrowed brow. This is it, you think. This is really the final battle. The Martians approach, the first raider cruises into range, the battle has begun

This 'shoot 'em up' game features five different skill levels, with five being the hardest. Plenty of sound and colour, fast, tricky action and joystick control makes this a game worth playing again and again.





```

20 REM*****RAIDERS FROM MARS*****
30 REM*****
40 GOSUB 450
50 SC=0
60 GOSUB 610
70 AD=5+(5-(5*L))
80 BORDER 0
90 ENV 6,15,-1,1
100 ENT 1,30,10,1
110 IF AD<1 THEN GOTO 970
120 X=10
130 INK 1,0:INK 0,6:INK 2,6,0:INK 3,
26
140 PEN 3
150 CLS
160 LOCATE 1,21:PRINT"ggggggggggggggggg
gggggggggggg"
170 LOCATE 1,1:PRINT "SCORE: ";SC;"
LIVES: ";AD-1
180 P=2
190 PEN 1
200 N=10
210 Y=19
220 C=1
230 LOCATE X,20:PRINT " "
240 IF JOY(0)=4 AND X>2 THEN X=X-1
250 IF JOY(0)=8 AND X<24 THEN X=X+1
260 LOCATE X,20:PRINT CHR$(244);
270 IF N<2 THEN N=2
280 LOCATE N,P:PRINT " "
290 IF RND>(0.65+INT((1-L)/5)) THEN
N=N+INT(RND*3)-1
300 IF RND>(1-L) THEN P=P+1

```

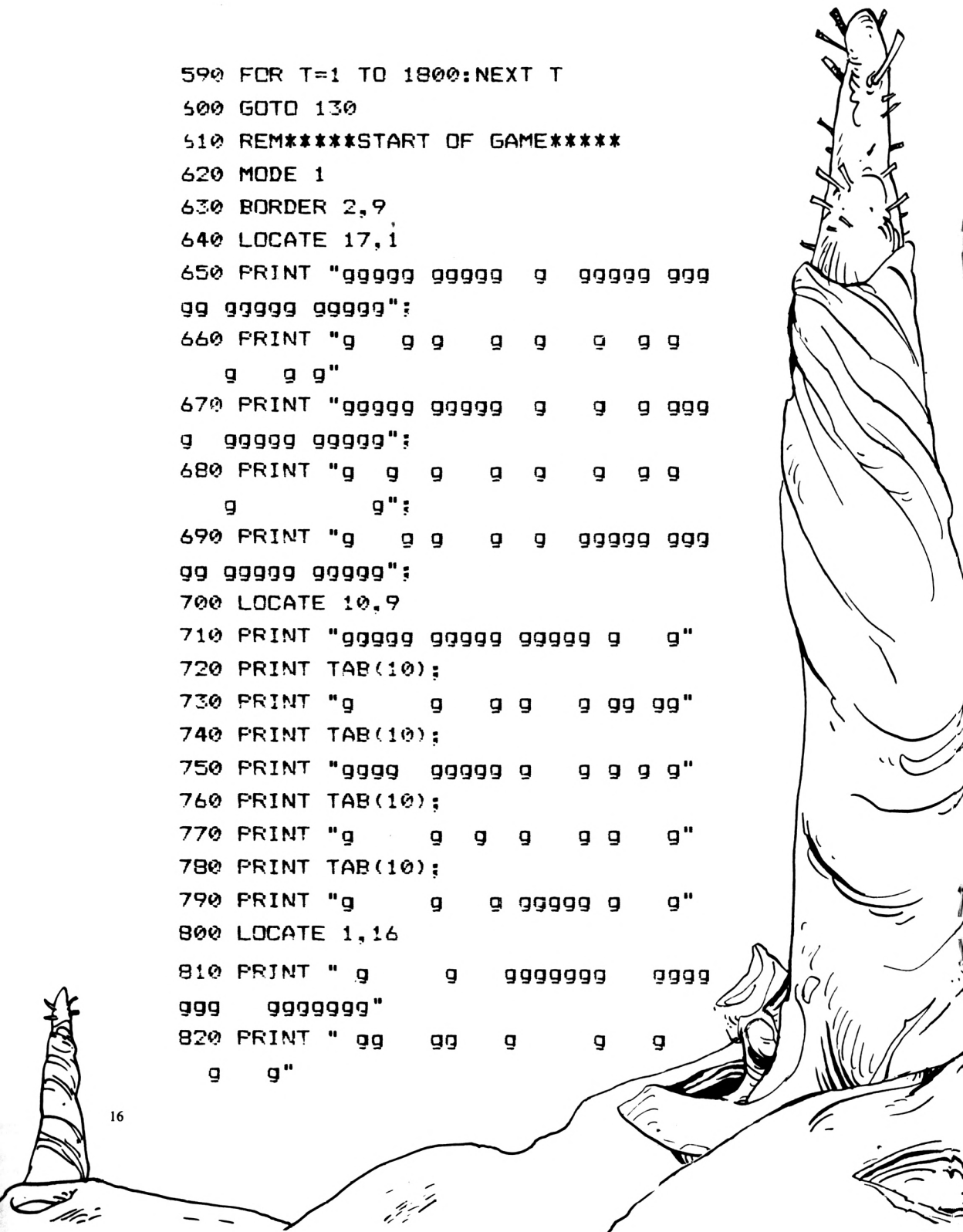



```
310 IF RND>0.94 AND L>3 THEN P=P+2
320 LOCATE N,P:PRINT A$
330 IF C=N+1 AND Y=P THEN GOTO 540
340 SOUND 1,10*P+30,10
350 IF P>19 THEN AD=AD-1:GOTO 80
360 IF C=1 AND JOY(0)=16 THEN C=X:SO
UND 1,150,15,15,1,1
370 IF C=1 THEN GOTO 230
380 LOCATE C,Y:PRINT " "
390 Y=Y-1
400 IF Y<4 THEN GOTO 210
410 PEN 3
420 LOCATE C,Y:PRINT "f"
430 PEN 1
440 IF C=N+1 AND Y=P THEN GOTO 540
450 GOTO 230
460 A$="abc"
470 SYMBOL AFTER 90
480 SYMBOL 97,1,3,7,14,206,110,71,67
490 SYMBOL 98,129,66,60,221,255,221,
195,195
500 SYMBOL 99,128,192,224,112,121,12
6,226,194
510 SYMBOL 102,8,8,28,28,28,28,0,0
520 SYMBOL 103,255,255,255,255,255,2
55,255,255
530 RETURN
540 REM***HIT***
550 SC=SC+(150+(50*L))
560 SOUND 2,4000,40,15,2,2,5
570 LOCATE C-1,Y:PEN 2:PRINT CHR$(23
8)+CHR$(238)+CHR$(239)
580 SOUND 2,100,90,15,0,0,5
```

```

590 FOR T=1 TO 1800:NEXT T
600 GOTO 130
610 REM*****START OF GAME*****
620 MODE 1
630 BORDER 2,9
640 LOCATE 17,1
650 PRINT "ggggg ggggg g  ggggg ggg
gg ggggg ggggg";
660 PRINT "g  g g  g g  g g g
      g  g g"
670 PRINT "ggggg ggggg g  g  g ggg
g  ggggg ggggg";
680 PRINT "g  g g  g g  g g g
      g      g";
690 PRINT "g  g g  g g  ggggg ggg
gg ggggg ggggg";
700 LOCATE 10,9
710 PRINT "ggggg ggggg ggggg g  g"
720 PRINT TAB(10);
730 PRINT "g      g  g g  g gg gg"
740 PRINT TAB(10);
750 PRINT "gggg  ggggg g  g g g g"
760 PRINT TAB(10);
770 PRINT "g      g  g g  g g  g"
780 PRINT TAB(10);
790 PRINT "g      g  g ggggg g  g"
800 LOCATE 1,16
810 PRINT " g      g  ggggggg  gggg
ggg  ggggggg"
820 PRINT " gg  gg  g      g  g
      g  g"

```

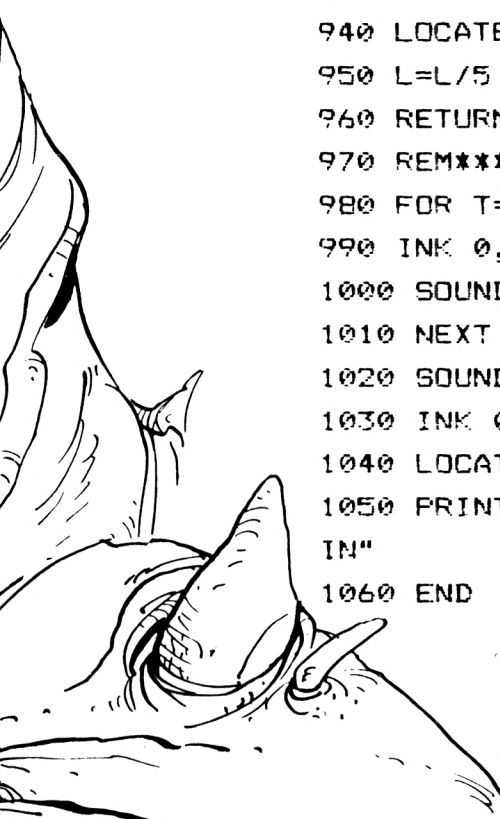
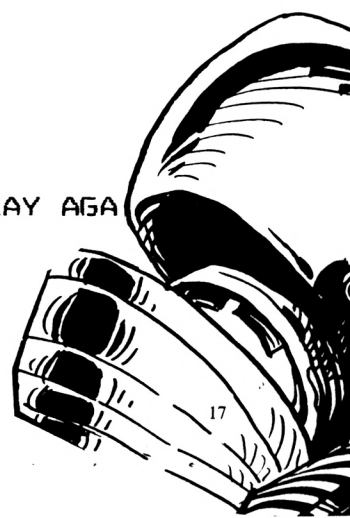




```

830 PRINT " g g g g g g g
g g"
840 PRINT " g g g gggggggg gggg
ggg gggggggg"
850 PRINT " g g g g g
g g"
860 PRINT " g g g g g
g g"
870 PRINT " g g g g g
g gggggggg"
880 LOCATE 10,25:PRINT"PRESS ANY KEY
TO CONTINUE"
890 WHILE INKEY$="":WEND
900 FOR T=1 TO 25:PRINT:NEXT T
910 LOCATE 10,10
920 INPUT "WHICH LEVEL (1-5)";L
930 IF L>5 OR L<1 THEN 920
940 LOCATE 12,14:PRINT"GOOD LUCK"
950 L=L/5
960 RETURN
970 REM****LOSE****
980 FOR T=1 TO 16
990 INK 0,T
1000 SOUND 1,23*T
1010 NEXT T
1020 SOUND 1,800,300
1030 INK 0,6
1040 LOCATE 1,23
1050 PRINT "TYPE 'RUN' TO PLAY AGA
IN"
1060 END

```

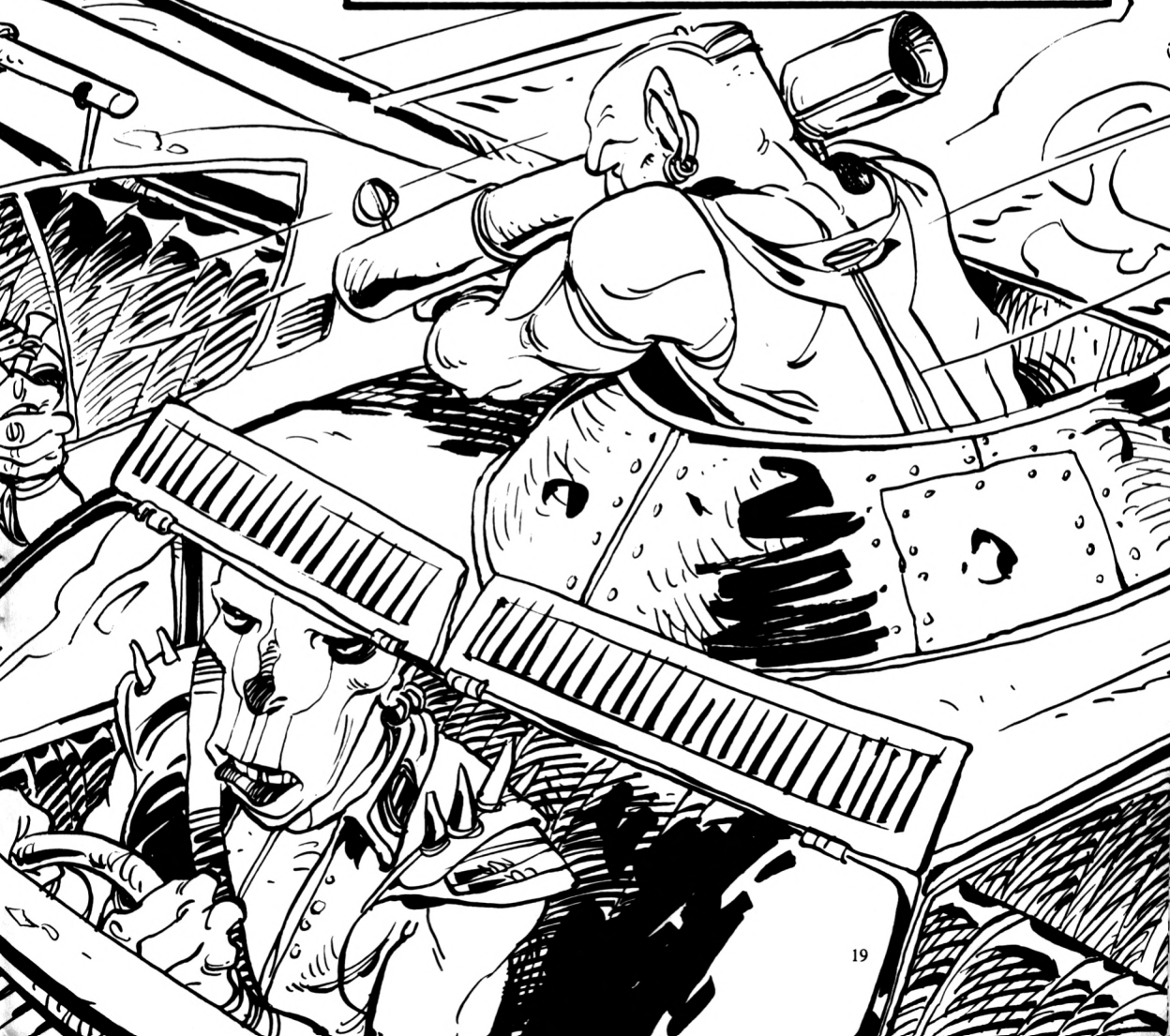
RALLY 3000.

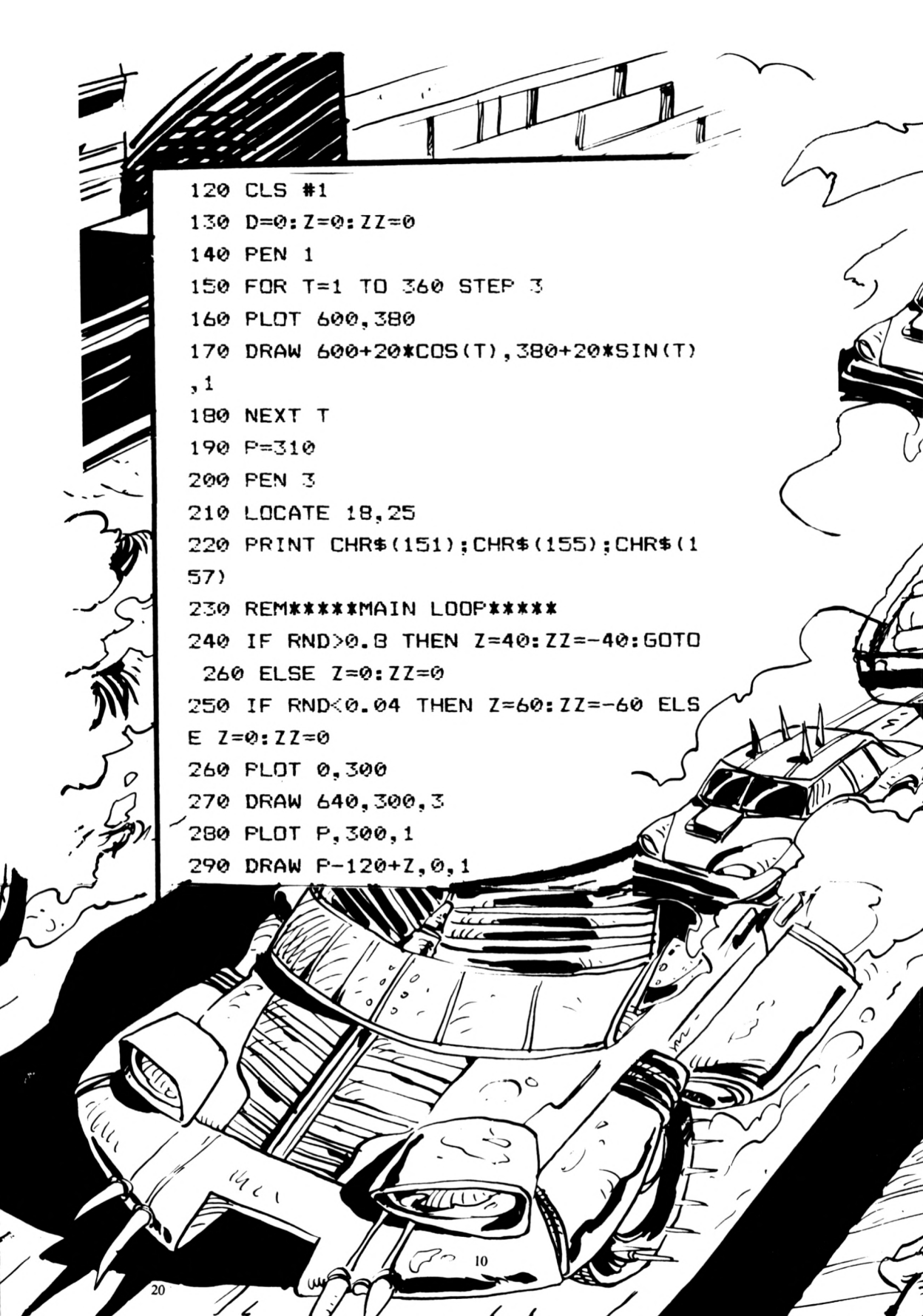
This game puts you in charge of a rally car on one of the toughest rally circuits in the world, the Amstrad 3000. As you drive along, under the blazing sun, you have to take care of the viciously twisting and turning road ahead of you. One slip, and you are finished. Not only must you be nimble of finger, but also must have the stamina and concentration to travel some 3000 miles over this terrain.

To control your car, simply use the '7' key to travel left and the '9' key for right. You stop the game by pressing the spacebar. The spacebar has to be pressed again to continue with the game. At the end of the drive, you will be given a rating of your ability as a rally driver. A final hint: Pay particular attention to the road, as it tends to get narrowed in stretches.

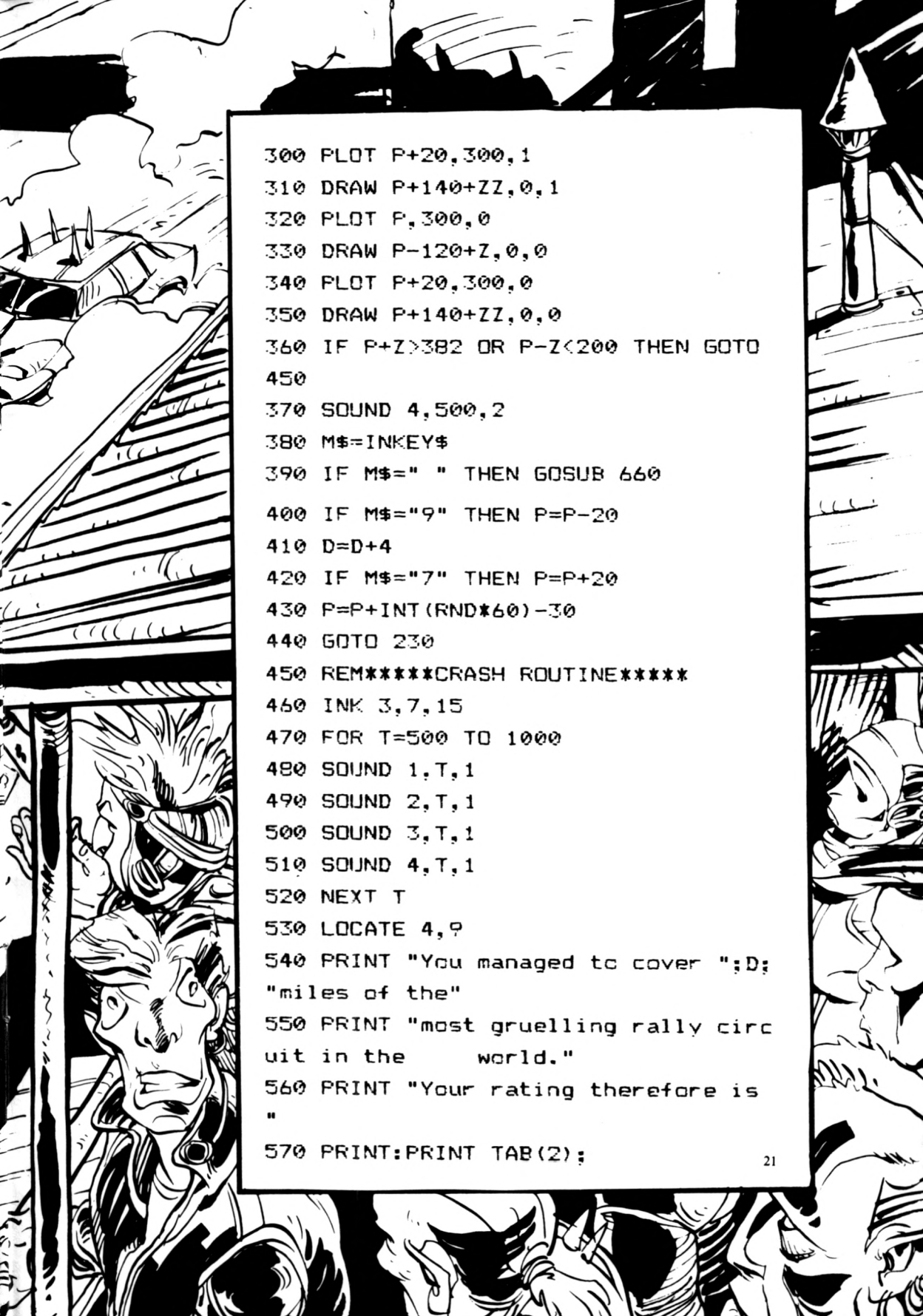


```
10 REM*****RALLY 3000*****  
20 INK 1,24  
30 INK 3,13  
40 INK 2,2  
50 MODE 1  
60 RANDOMIZE TIME  
70 INK 0,9  
80 BORDER 0  
90 CLS  
100 WINDOW #1,1,40,1,6  
110 PAPER #1,2
```





```
120 CLS #1
130 D=0:Z=0:ZZ=0
140 PEN 1
150 FOR T=1 TO 360 STEP 3
160 PLOT 600,380
170 DRAW 600+20*COS(T),380+20*SIN(T)
,1
180 NEXT T
190 P=310
200 PEN 3
210 LOCATE 18,25
220 PRINT CHR$(151);CHR$(155);CHR$(1
57)
230 REM*****MAIN LOOP*****
240 IF RND>0.8 THEN Z=40:ZZ=-40:GOTO
260 ELSE Z=0:ZZ=0
250 IF RND<0.04 THEN Z=60:ZZ=-60 ELS
E Z=0:ZZ=0
260 PLOT 0,300
270 DRAW 640,300,3
280 PLOT P,300,1
290 DRAW P-120+Z,0,1
```

```
300 PLOT P+20,300,1
310 DRAW P+140+ZZ,0,1
320 PLOT P,300,0
330 DRAW P-120+Z,0,0
340 PLOT P+20,300,0
350 DRAW P+140+ZZ,0,0
360 IF P+Z>382 OR P-Z<200 THEN GOTO
450
370 SOUND 4,500,2
380 M$=INKEY$
390 IF M$=" " THEN GOSUB 660
400 IF M$="9" THEN P=P-20
410 D=D+4
420 IF M$="7" THEN P=P+20
430 P=P+INT(RND*60)-30
440 GOTO 230
450 REM*****CRASH ROUTINE*****
460 INK 3,7,15
470 FOR T=500 TO 1000
480 SOUND 1,T,1
490 SOUND 2,T,1
500 SOUND 3,T,1
510 SOUND 4,T,1
520 NEXT T
530 LOCATE 4,9
540 PRINT "You managed to cover ";D;
"miles of the"
550 PRINT "most gruelling rally circ
uit in the      world."
560 PRINT "Your rating therefore is
"
570 PRINT:PRINT TAB(2);
```

580 IF D<250 THEN PRINT "AWFUL, A DE
FINITE 'L' DRIVER"

590 IF D>249 AND D<700 THEN PRINT "F
AIR, BUT MUCH NEED FOR IMPROVEMENT"

600 IF D>699 AND D<1500 THEN PRINT "
NOT BAD, BUT NOT IN THE TOP CLASS"

610 IF D>1499 AND D<2400 THEN PRINT
"GOOD EFFORT, MORE STAMINA NEEDED"

620 IF D>2399 THEN PRINT "SUPERB! EX
CELLENT! BUT NOT THE WINNER OF THE RA
LLY 3000"

630 IF D>2999 THEN PRINT "THE WINNER
!!!! WHAT STYLE, WHAT CLASS, WHAT S
TAYING POWER!"

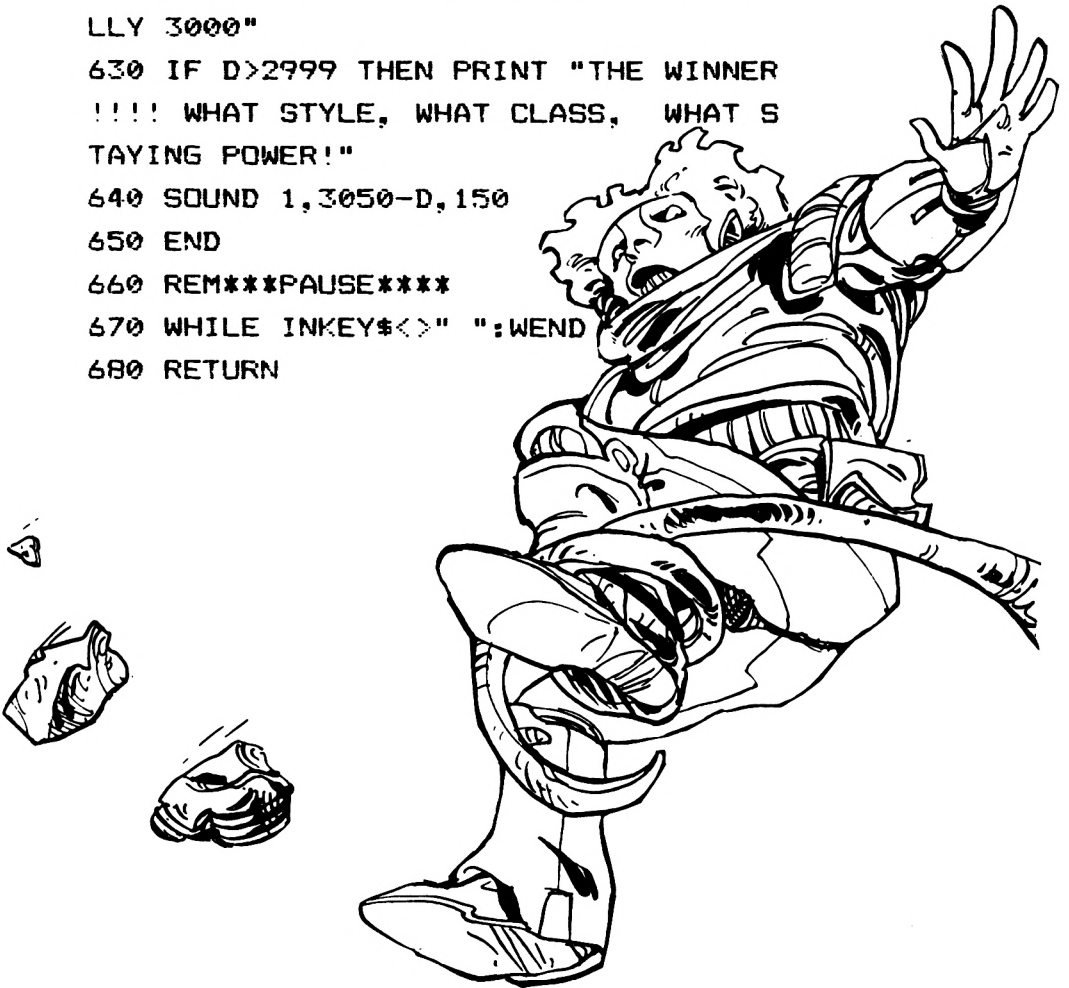
640 SOUND 1,3050-D,150

650 END

660 REM***PAUSE***

670 WHILE INKEY\$<>" ":WEND

680 RETURN



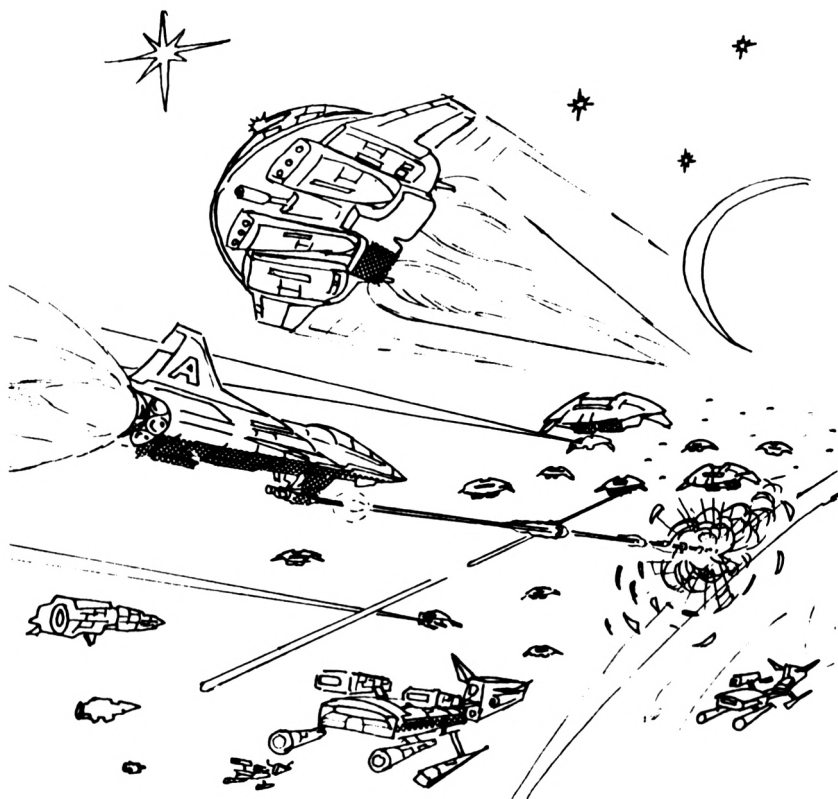


LAST HOPE.

Your fuel has all but run out. Your whole squadron was wiped out in the dogfight not half an hour ago and now you see that the landing site for your stricken aircraft is not a field as hoped, but a large town getting closer and closer.

You still have a full bomb bay, as the dogfight over the Rhine prevented you from continuing your mission. You know what you must do. Bomb the town and in doing so create a place for you to land.

Pressing the ENTER key releases a bomb. You have to clear the whole screen before you can successfully land.





```
10 REM*****LAST HOPE*****
20 INK 1,13
30 INK 2,9
40 INK 3,6
50 INK 0,1
60 PEN 1:PAPER 0
70 BORDER 1
80 ENT 1,100,-9,1
90 GOSUB 660
100 REM*****MAIN LOOP*****
110 LOCATE AA,BB:CALL &BD19:PRINT"
"
120 A=A+1:IF A=39 THEN A=1:B=B+1
130 PEN 2
140 LOCATE A,B:PRINT CHR$(141);CHR$(
140);
150 PEN 1
160 FOR DL=1 TO 15:NEXT DL
170 IF N(A+2,B)=1 THEN GOTO 420:REM*
**crash**
180 IF A=39 AND B=24 THEN GOTO 540:R
EM***success***
190 AA=A:BB=B
200 SOUND 2,2000,4,5,0,1
210 SOUND 1,3000,6,5
220 IF INKEY(18)=0 THEN GOSUB 240
230 M=M+1:GOTO 100
240 REM***BOMBS AWAY***
250 C=A:D=B+1
260 LOCATE AA,BB:CALL &BD19:PRINT"
"
270 A=A+1:IF A=39 THEN A=1:B=B+1
280 PEN 2
```



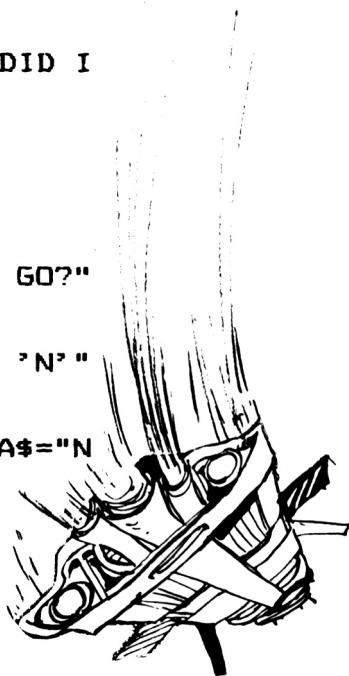


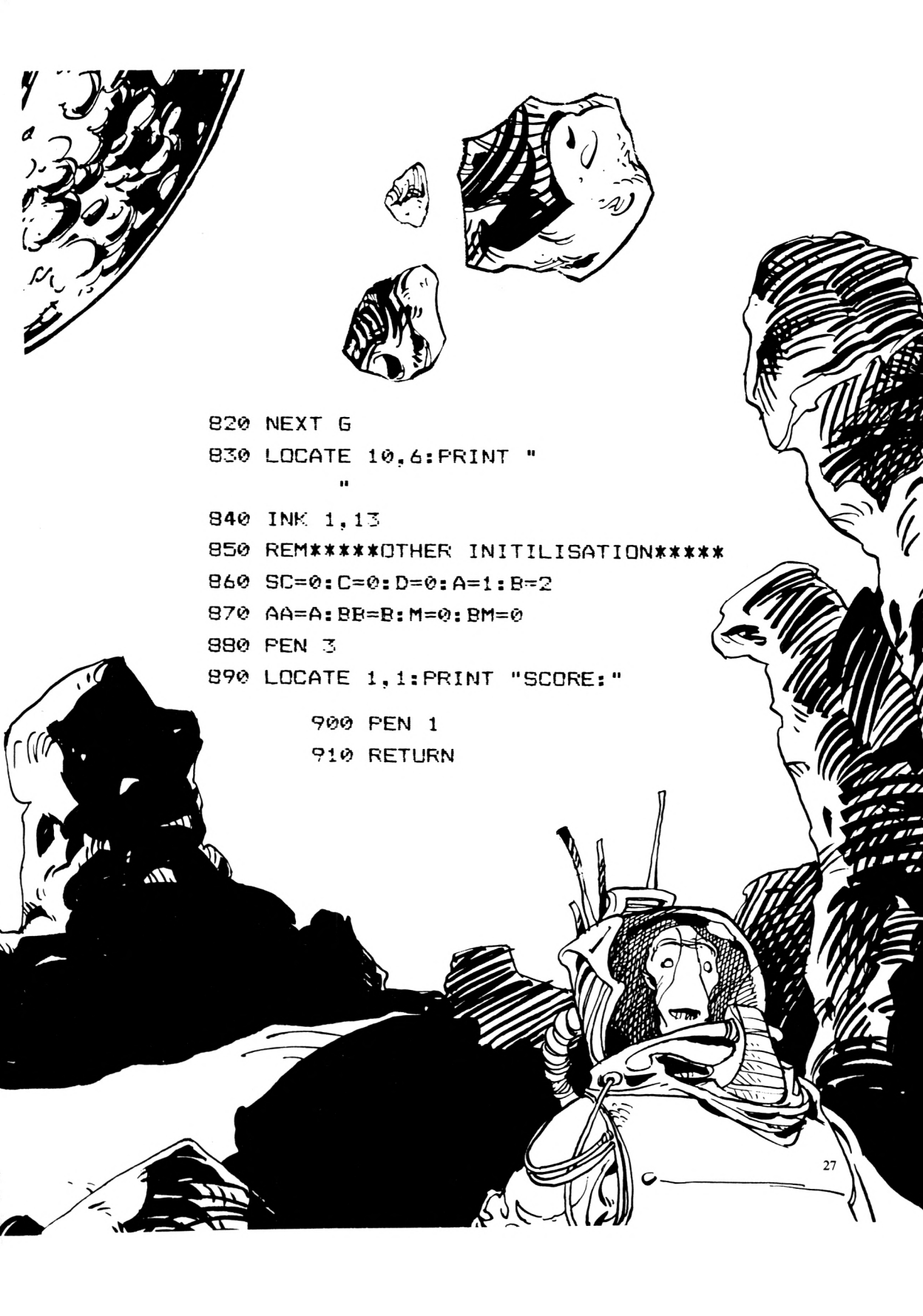
```
290 LOCATE A,B:PRINT CHR$(141);CHR$(
140);
300 PEN 1
310 IF N(A+2,B)=1 THEN GOTO 420:REM*
**crash**
320 IF A=39 AND B=24 THEN GOTO 540:R
EM***success***
330 AA=A:BB=B
340 PEN 3:LOCATE C,D:PRINT CHR$(252)
;:PEN 1
350 SOUND 1,D*15,3
360 SOUND 2,2000,3,5,0,1
370 IF N(C,D)=1 THEN N(C,D)=0:SC=SC+
16
380 LOCATE C,D:PRINT " ";
390 LOCATE 7,1:PEN 3:PRINT SC:PEN 1
400 D=D+1:IF D=25 THEN BM=BM+1:RETUR
N
410 GOTO 260
420 REM*****CRASH*****
430 FOR T=1 TO 20
440 PEN 3:SOUND 1,1500,17,15,0,0,5
450 CA=A+INT(RND*4)-INT(RND*2):CB=B+
INT(RND*3)-INT(RND*3)
460 IF CA>39 OR CA<1 OR CB>25 THEN G
OTO 450
470 LOCATE CA,CB:PRINT CHR$(238);
480 NEXT T
490 LOCATE 1,25
500 FOR T=1 TO 20:PRINT:SOUND 1,20*T
,40:NEXT T
510 LOCATE 10,10
520 PRINT "YOU SCORED ";SC
```

```

530 GOTO 580
540 REM*****SUCCESS*****
550 SOUND 1,100,150:SOUND 3,90,150:S
OUND 2,110,150
560 CLS:LOCATE 12,10:PRINT"YOU DID I
T, WELL DONE!"
570 GOTO 580
580 REM*****PLAY AGAIN*****
590 PRINT:PRINT:PRINT
600 PRINT "                ANOTHER GO?"
610 PRINT
620 PRINT TAB(10);"PRESS 'Y' OR 'N'"
630 A$=INKEY$
640 IF A$="Y" THEN RUN ELSE IF A$="N
" THEN END
650 GOTO 630
660 REM*****DRAW BUILDINGS*****
670 CLS:MODE 1
680 PEN 3
690 LOCATE 10,6:PRINT "PLEASE WAIT A
MOMENT"
700 PEN 1
710 INK 1,1
720 RANDOMIZE TIME
730 SYMBOL 255,255,255,195,195,195,1
95,255,255
740 DIM N(40,24)
750 FOR G=3 TO 38
760 X=INT(RND*16)
770 FOR T=24 TO 24-X STEP -1
780 N(G,T)=1
790 LOCATE G,T
800 PRINT CHR$(255)
810 NEXT T

```





```
820 NEXT G
830 LOCATE 10,6:PRINT "
      "
840 INK 1,13
850 REM*****OTHER INITILISATION*****
860 SC=0:C=0:D=0:A=1:B=2
870 AA=A:BB=B:M=0:BM=0
880 PEN 3
890 LOCATE 1,1:PRINT "SCORE:"

900 PEN 1
910 RETURN
```

FURTHER READING

I make a point of reading any book on games I can get my hands on. It doesn't matter whether the book is about computer games or the old-fashioned 'play against another human' type. So long as it is a book of games, I want to see it.

Games books are superb as idea-starters. Read about a game and you've got the seed of a program. And it doesn't matter if the program doesn't end up playing precisely the game you read about. Many great computer games started their lives as an attempt to computerise a more traditional game, and somehow got side-tracked.

I hope some of the following list of books prove as valuable to you as they have to me.

*** DISCOVERING OLD BOARD GAMES** — R C Bell (Shire Publications, Aylesbury, UK 1980)

*** DISCOVERING DICE AND DOMINOES** — R C Bell (Shire Publications, Aylesbury, UK, 1980)

*** DICE GAMES NEW AND OLD** — William E Tredd (The Oleander Press, London and New York, 1981)

*** GAME PLAYING WITH BASIC** — Donald D Spencer (Hayden Book Co.,Inc., Rochelle Park, New Jersey, 1977)

*** THE TURING CRITERION — MACHINE INTELLIGENT PROGRAMS FOR THE 16K ZX81** — Graham Charlton, Mark Harrison & Dilwyn Jones, ed. Tim Hartnell (Interface Publications, London and Melbourne, 1982)

*** GAMES ANCIENT AND ORIENTAL AND HOW TO PLAY THEM** — Edward Falkener (Dover Publications, Inc., New York, 1961 — a reprint of an original work published by Longmans, Green and Co. in 1892).

*** BASIC COMPUTER GAMES** — Ed. David H Ahl (Creative Computing Press, Morristown, New Jersey, 1978)

*** MORE BASIC COMPUTER GAMES** — Ed. David H Ahl (Creative Computing Press, Morristown, New Jersey, 1979)

*** 26 BASIC PROGRAMS FOR YOUR MICRO** — Derrick Daines (Newnes Technical Books, Butterworths & Co., London and Boston, 1982)

*** TABLE GAMES OF GEORGIAN AND VICTORIAN DAYS — F R B Whitehouse** (Priority Press, Royston, Herts, 1971)

*** PET FUN AND GAMES — Ron Jeffries and Glen Fisher** (Osborne/McGraw-Hill, Berkeley, California, 1981)

*** COMPUTER GAMES FOR BUSINESSES, SCHOOLS AND HOMES — J Victor Nahigian and William S Hodges** (Winthrop Publishers, Inc., Cambridge, Massachusetts, 1979)

*** GAMES YOU MAKE AND PLAY — Pia Hsiao, Neil Lorimer and Nick Williams** (Macdonald and Jane's London, 1975)

*** WHAT TO DO AFTER YOU HIT RETURN — People's Computer Company** (Hayden Book Co., Inc., Rochelle Park, New Jersey, 1980)

*** EVERYMAN'S INDOOR GAMES — Gyles Brandreth** (Dent, Everyman's Library, London, Melbourne and Toronto, 1982)

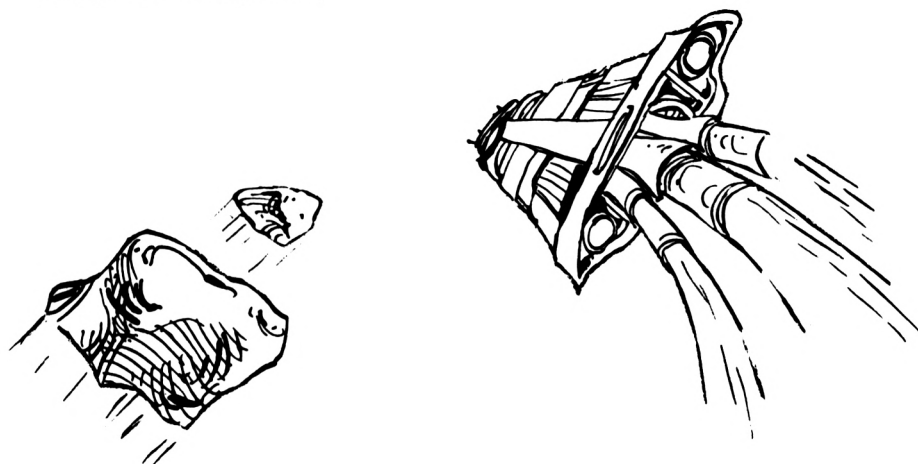
*** A PLAYER'S GUIDE TO TABLE GAMES — John Jackson** (Stackpole Books, Harrisburg, Pennsylvania, 1975)

*** GAMES FOR TWO — John Wasley** (Proteus, London and New York, 1981)

*** THE ADDISON-WESLEY BOOK OF APPLE COMPUTER SOFTWARE 1982 — Jeffrey Stanton and John Dickey, editors** (The Book Company, Lawndale, California, 1982)

*** DICING WITH DRAGONS — Ian Livingstone** (Routledge & Kegan Paul, London, Melbourne and Henley, 1982)

*** FANTASY ROLE PLAYING GAMES — J Eric Holmes** (Hippocrene Books Inc., New York, 1981)



COPING WITH ERROR MESSAGES

- 1 - Unexpected NEXT. Check FOR/NEXT loops
- 2 - Syntax Error. Illegal line in BASIC
- 3 - Unexpected RETURN. Check GOSUB calls
- 4 - DATA exhausted. Do you need RESTORE. Are there insufficient items of DATA
- 5 - Improper Argument. Invalid parameters
- 6 - Overflow. Number too big
- 7 - Memory full. Program too big. Too many nested constructions
- 8 - Line does not exist. Call to a line which is not there
- 9 - Subscript out of range. Check size of dimensioned arrays
- 10 - Array already dimensioned. The same array is DIMmed more than once in the program
- 11 - Division by zero. Check intermediate results of calculations
- 12 - Invalid direct command. Must be part of a program
- 13 - Type mismatch. You've given Arnold a string when it expected a number, or vice versa
- 14 - String space full
- 15 - String too long. Cut down to 255 characters
- 16 - String expression too complex. Cut it down to smaller strings
- 17 - Cannot CONTinue
- 18 - Unknown user function. You haven't DEF FNed when you should have
- 19 - RESUME missing. ON ERROR GOTO routine incomplete
- 20 - Unexpected RESUME. You can only use it in an ON ERROR GOTO
- 21 - Direct command found. Line without line number found on cassette
- 22 - Operand missing. Check numeric expressions in program
- 23 - Line too long. Cut down longest line(s)
- 24 - EOF met. File reading error. Check file parameters
- 25 - File type error. As for 24.
- 26 - NEXT missing. Count your FORs
- 27 - File already open
- 28 - Unknown command
- 29 - WEND missing. Count your WHILEs and WENDs
- 30 - Unexpected WEND. Check positions of WHILEs



BASIC KEYWORDS

Here are the Amstrad's BASIC keywords. You can't use them for variables:

ABS, AFTER, AND, ASC, ATN, AUTO, BIN\$, BORDER, CALL, CAT, CHAIN, CHR\$, CINT, CLEAR, CLG, CLOSEIN, CLOSEOUT, CLS, CONT, COS, CREAL, DATA, DEF, DEFINT, DEFREAL, DEFSTR, DEG, DELETE, DI, DIM, DRAW, DRAWR, EDIT, EI, ELSE, END, ENT, ENV, EOF, ERASE, ERL, ERR, ERROR, EVERY, EXP, FIX, FN, FOR, FRE, GOSUB, GOTO, HEX\$, HIMEM, IF, INK, INKEY, INKEY\$, INTP, INPUT, INSTR, INT, JOY, KEY, LEFT\$, LEN, LET, LINE, LIST, LOAD, LOCATE, LOG, LOG10, LOWER\$, MAX, MEMORY, MERGE, MID\$, MIN, MOD, MODE, MOVE, MOVER, NEXT, NEW, NOT, ON, ON BREAK, ON ERROR GOTO, ON, SQ, OPENIN, OPENOUT, OR, ORIGIN, OUT, PAPER, PEEK, PEN, PI, PLOT, PLOT, POKE, POS, PRINT, RAD, RANDOMIZE, READ, RELEASE, REM, REMAIN, RENUM, RESTORE, RESUME, RETURN, RIGHT\$, RND, ROUND, RUN, SAVE, SGN, SIN, SOUND, SPACE\$, SPC, SPEED, SQ, SQR, STEP, STOP, STR\$, STRING\$, SWAP, SYMBOL, TAB, TAG, TAGOFF, TAN, TEST, TESTR, THEN, TIME, TO, TROFF, TRON, UNT, UPPER\$, USING, VAL, VPOS, WAIT, WEND, WHILE, WIDTH, WINDOW, WRITE, XOR, XPOS, YPOS, ZONE,



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